



MEDAL OF HONOR FRONTLINE



<http://www.replacementdocs.com>

GAME CONTROLS

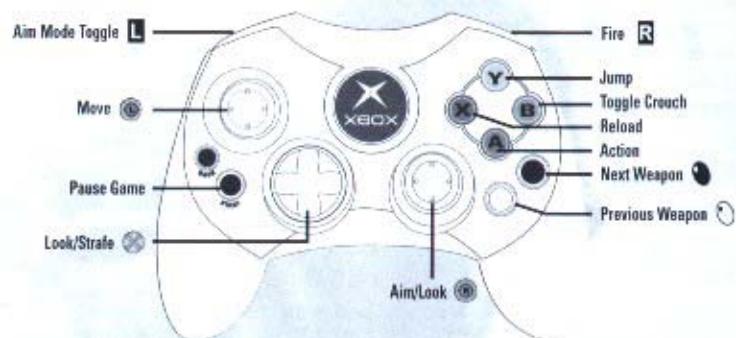
Ready to get going? Read this section to get the basic controls for movement, attacking, and progressing through the game.

GAMEPLAY CONTROLS

Here are the default moves you need for combat.

These are the basic commands for MOH Sharpshooter. Four other configurations are offered (► *Controller* on p. 8).

ACTION	BUTTON
Move Forward/Back, Strafe Left/Right	Ⓐ
Center View	Ⓑ (pressed down)
Toggle Crouch	Ⓑ
Turn Left & Right, Look Up & Down	Ⓐ
Jump	Y
Previous Weapon	Ⓐ
Next Weapon	Ⓑ
Action	A
Attack/Wield Weapon	Ⓐ (pressed down)
Aim Mode Toggle	L
Fire	R
Reload	X
Sniper Zoom	Ⓐ + L
Toggle HUD	±
Call HQ	BACK
Pause game and go to Pause menu.	START



MENU CONTROLS

Highlight Menu Items	Ⓐ or Ⓣ
Cycle Choices/Move Sliders	Ⓐ or Ⓣ
Select/Confirm	A
Exit/Cancel	B

CONTROLLER CONFIGURATIONS

Choose the control configuration that best fits your gaming style.

- ★ In this manual, MOH Sharpshooter (► previous page) controls are listed as the defaults.
- ◆ To switch to other configurations, go to the Options menu (► p. 8).

INTRODUCTION

Medal of Honor Frontline drops you behind enemy lines in the European Campaign against the Germans. Through nineteen missions rendered in startlingly realistic detail, you must carry the fight into the heart of Germany. As Lt. Jimmy Patterson, you take on the most critical rescue, recon and demolition missions in the Allies' desperate attempt to retake France, stop the Germans, uncover their plans, and steal their secret weapon.

FEATURES

- ★ Six missions with at least 2 levels in each—all based on real World War II events.
- ★ Highly detailed 3D environments and high-performance graphics engine.
- ★ Fifteen authentic WWII weapons, including the Panzerschreck rocket launcher, MG42 mounted machine gun, and Browning Automatic Rifle.
- ★ Forged ID papers and disguise kits get you past guards and into the heart of the enemy.
- ★ Original orchestral score by acclaimed *Medal of Honor* composer Michael Giacchino and sound effects by the award-winning *Medal of Honor* development team.
- ★ Authentic look, feel, and sounds of World War II, thanks to Russ Lee, HO-IX expert at the Smithsonian Museum and renowned technical consultant, Capt. Dale Dye.

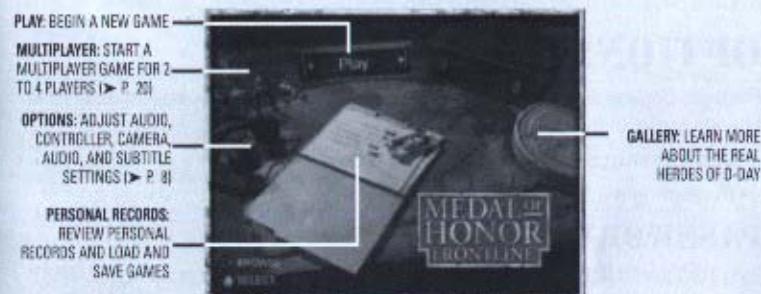
FOR MORE INFO about this and other Electronic Arts™ titles, check out
<http://www.ea.com>.

GETTING STARTED

Before you get started, you should explore the menu screens to get familiar with the features of *Medal of Honor Frontline*.

MAIN MENU

Start a new game, load a previously saved game, change options, or get a little history from the Main menu. Or, begin a Multiplayer session.



STARTING A NEW GAME

NOTE: Default options are listed in bold in this software manual.

To begin a new game:

1. From the Main menu, highlight **PLAY** and press **A**.
2. The Mission Log screen appears.
3. To begin a new campaign, press **↔/↔** to highlight the Save/Load/New Game options.
 - ◆ To begin a new game, press **↑/↓** to select **NEW GAME**. Then, press **A**.
 - ◆ To load or save a game, press **↑/↓** to select **LOAD GAME** or **SAVE GAME**. Then, press **A**. For more information, ► *Load/Save* on p. 19.
4. In the Difficulty screen, select the difficulty level for your game.
 - ◆ To set your difficulty, press **↑/↓** to highlight your choice. Then, press **A**.
5. For more information on the difficulty levels, ► *Difficulty* on p. 9.
6. In the Choose Controller Configuration screen, press **↔/↔** to select the controller. Then, press **A**.

★ You can choose from a wider variety of controller configurations through the Options screen. For more information, ➤ *Options* below

6. After you review the controllers in your selected configuration, press **A** to begin the campaign at Normandy.

NEXT MISSION

If you have loaded or started a game, you can proceed to the next mission in the game.

◊ To begin a new game when one is loaded, select NEW GAME in the Load/Save menu. ➤ *Load/Save* on p. 19.

OPTIONS

From the Options screen, you can enter passwords and secret codes, as well as change audio, difficulty and controller settings.

◊ To select an option, press $\text{+} \text{/\text{+}}$ and press **A**.

◊ To return to the Main menu, press **B**.

PASSWORDS

Your OSS controllers may place passwords in the local media (such as gaming magazines and websites). Enter these passwords into the Enigma Machine to unlock a Bonus. After you enter a password, a new extra is available in the Bonus screen.

◊ To select a letter, press $\text{+} \text{/\text{+}}$ and press **A**.

◊ To enter the selected password, select SEND and press **A**. The password is entered.

◊ To get to the Bonus screen after entering a password, press **B** to return to the Options screen. Then, press $\text{+} \text{/\text{+}}$ to highlight BONUS and press **A**.

BONUS

★ A Bonus can unlock cheats and special features.

◊ To highlight a different secret code, press $\text{+} \text{/\text{+}}$.

◊ To toggle use of a highlighted secret code, press **A**.

◊ To go back to the Options screen, press **B**.

CONTROLLER

◊ To select a different controller configuration, press $\text{+} \text{/\text{+}}$ to highlight the controller on-screen and press **A**. To browse from the available configurations, press $\text{+} \text{/\text{+}}$. To select a configuration, press **A**.

INVERT Y-AXIS

When ON, reverses your up/down axis.

CROSS HAIRS

When ON, the aiming cross hairs are on-screen at all times.

GRENADE COOK

When ON, you can hold on to the grenade and shorten the amount of time it takes to explode.

VIBRATE

AUDIO

SOUND EFFECTS

To adjust volume level for sound effects and ambient sounds in the game, press **A**.

MUSIC

To adjust volume level for music in the game, press **A**.

NOTE: You cannot change the type of sound within the game. To change your sound mode, go to the Xbox Dashboard. For more information, see your Xbox documentation.

DIFFICULTY

EASY

Player is a skilled marksman, and heals fully between levels. Enemies are new recruits.

NORMAL

Player and the enemies are evenly matched and some healing occurs between levels.

HARD

This is war! Your enemies are truly dangerous and no healing occurs between levels.

SUBTITLES

◊ When ON, subtitles are displayed for non-English dialog in the game.

GALLERY

In the Gallery, you can meet all of the people that have made history come to life.

◊ To see the Credits, press **A**.

◊ To go back to the Options screen, press **B**.

PLAYING THE GAME

To succeed at your missions, you need to know your weapons, objectives and controls, for success comes from knowing more than just how to aim and shoot.



On the game screen, you should pay regular attention to the compass and health meter. Also, you should be aware of your ammo levels.

From time to time, important text messages appear at the top of the screen.

The following controls are for the **MOH Sharpshooter** controller configuration.

◊ To toggle display of the **HUD**, press **-•-**.

MOVEMENT CONTROLS

◊ To move **forward** and **back**, move **↑/↓**. To **strafe left** and **right**, move **-○/○-**.

◊ To **look up** and **down**, move **○/○**. To **turn left** and **right**, move **-○/○-**.

◊ To **center your view**, click **○**.

◊ To **jump**, press **Y**.

◊ To **toggle crouching**, press **B**.

◊ To perform an **action**, press **A**.

WEAPONS CONTROLS

◊ To **fire**, pull **R**.

◊ To **reload**, press **X**.

◊ To **cook a grenade** when the option is ON, press **X** while pulling and holding **R**.

◊ To use your **next weapon**, press **○**. To use the **previous weapon**, press **○**.

◊ To **melee attack with the weapon**, click **○**.

★ You can use **Aim Mode** to zoom in and get better aim on a target. For more information, ► *Aim Mode* on p. 13.

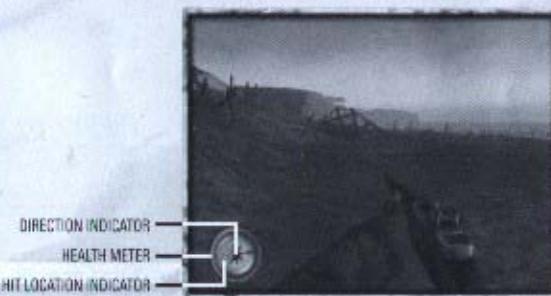
MISSION OBJECTIVES AND OTHER CONTROLS

Before a mission, you can review the objectives in the Briefing screen. During a mission, you can re-check the objectives as you accomplish them in the Pause Screen.

◊ To **pause the game** and view the Pause Screen, press **START**. ► *Pause* on p. 14.

COMPASS AND HEALTH METER

Pay attention to your compass. In addition to assisting in navigation, the compass can be a lifesaver.



When you are hit by enemy fire, a red flash appears in the quadrant of the compass from which the shot came. As you take damage, the ring around the compass shrinks, changing from green to red, until the ring and your health are gone.

◊ To **toggle display of the compass and health meter and ammo counter**, press **-•-**.

HEALTH

To restore health, look for the following items:

MEDICINAL CANTEEN

Restores 10% of your total health.

FIRST AID KIT

Restores 25% of your total health.

FIELD SURGEON PACK

Restores 50% of your total health.

WEAPONS

In the lower-right corner of the game screen, you can see the total amount of ammo you're carrying for the selected weapon and the amount of ammo remaining in the loaded clip.

PISTOLS

Weapon	Accuracy	Rate of Fire	Damage	Clip Capacity
Colt .45	3	20	10	7
Walther P38	3	20	9	8
Webley and Scott				
Silenced pistol	3	40	10	7

RIFLES

Weapon	Accuracy	Rate of Fire	Damage	Clip Capacity
M1 Garand	2	30	12	8
Springfield '03 Sniper	1	40	16	5
STG 44	3	8	10	30
BAR	3	9	10	20
Gewehr 43	1	40	16	10

SUB-MACHINE GUNS

Weapon	Accuracy	Rate of Fire	Damage	Clip Capacity
MP40	3	5	6	32
Thompson	3	4	6	20

GRENADES

Weapon	Accuracy	Rate of Fire	Damage	Clip Capacity
Mark II Frag Grenade	NA	NA	Explosion	NA
Stielhandgranate	NA	NA	Explosion	NA

HEAVY WEAPONS

Weapon	Accuracy	Rate of Fire	Damage	Clip Capacity
Shotgun	NA	55	5-75	8
Bazooka	1	200	Exp.	1
Panzerfaust	1	200	Exp.	1

AMMO

Each class of weapon has a type of ammunition that it can use. You can find ammo during the course of your missions and use it.

♦ To **reload**, press **X**.

Even if you are out of ammo, you can still swing your gun to club enemies in hand-to-hand combat.

♦ To **attack with the weapon**, click **○**.

♦ To use your **next weapon**, press **●**. To use your **previous weapon**, press **○**.

WEAPONS MODES

In addition to using the arsenal of weapons that you may find, you should be familiar with any zoom features or stationary weapons that you may encounter.

AIM MODE

Aim Mode lets you focus on getting a good shot on a slow-moving or stationary target. When you enter Aim Mode, you utilize the aiming sight or the scope of your current weapon and steady your aim, heart, and movements to hit the target.



♦ To **toggle Aim Mode**, pull and hold **L**.

♦ To **zoom in and out**, press **○/○**.

♦ To move your aim **left or right**, move **→/←**.

♦ To **fire**, pull **R**.

GUN EMPLACEMENTS

You may encounter and be able to man stationary gun emplacements behind enemy lines. Usually, these weapons are heavy-caliber machine guns and can quickly clear an area for you.

♦ To **man a gun emplacement**, move into position behind the weapon and press **A**.

ITEMS

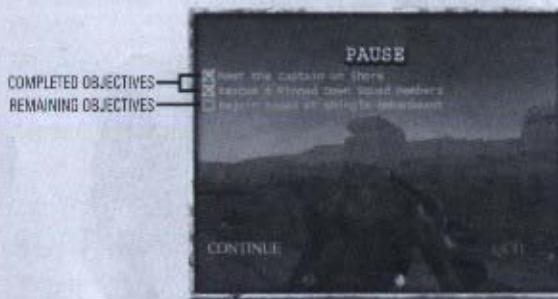
You can pick up mission orders, keys and other items to assist you in completing your mission.

- ◊ To pick up an item, press **A**. A text message indicates that it's been added to your inventory.

After an item is collected, the item is automatically used in the location where it is needed.

PAUSE SCREEN

You can pause the game at any time to review objectives or to end your game through the Pause Screen.



- ◊ To pause the game and view the Pause Screen, press **START**.

The Pause Screen lists your objectives for the current level with a check in the box next to all objectives that have been completed so far.

- ◊ To return to the game, press **△/□** to highlight CONTINUE and press **A**.
- ◊ To quit your current game, press **△/□** to highlight QUIT and press **A**. On the next screen, press **△/□** to highlight YES and press **A**. To choose to save the game (**> Load/Save Game** on p. 19), replay the mission or return to the Main Menu, press **△/□** and press **A** in the Quit screen.

ALARMS

Some facilities that you infiltrate are equipped with alarm systems. Enemies alerted to your presence may set off the alarm to signal others. You can turn off alarm systems—or turn them on to draw out and ambush the reinforcements.

- ◊ To activate or disable an alarm, press **A**.
- ◊ To destroy an alarm, stand back and shoot it.

GETTING AROUND

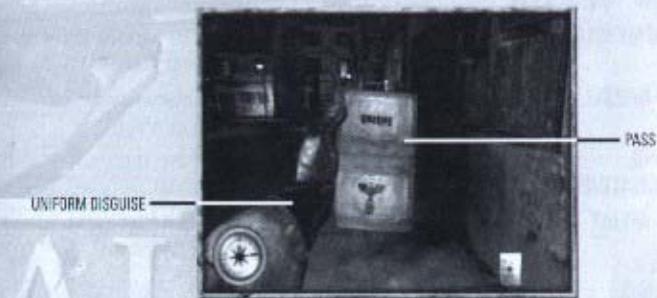
A good agent behind enemy lines finds ways to move quickly towards his objectives with a minimum of interference.

HOPPING A RIDE

A number of your contacts may provide rides for you through enemy territory. They are undertaking significant risks to do so. If possible, avoid engaging enemy units in fire, but do not hesitate to defend your vehicle and agent if under attack.

- ◊ To hop a ride, press **A**.

DISGUISES



A good disguise is an enemy uniform and a pass. When disguised, avoid movements that may attract unwanted attention, such as arming yourself, and present your pass when it is requested. Remember that you are one man against an entire army, so it is best to avoid combat.

- ◊ To acquire a disguise, approach an enemy uniform.
- ◊ To present your pass, pull **R**.

YOUR BUDDIES

Depending on the mission, you may find yourself working with others. In most cases, you are the mission leader and receive important information from your buddies. You must do what you can to protect your buddies so that they can complete their assignments for the mission.

MISSION RATINGS

At the end of each mission, you receive a rating based on your performance.

BRONZE STAR Complete level.

SILVER STAR Complete level and neutralize 95% of the enemy.

GOLD STAR Complete level, neutralize 95% of the enemy and maintain 75% health.

★ If you receive all Gold Stars for the levels in a mission, you receive a combat medal.

REWARDS AND MEDALS

Excellence has its rewards. If you perform well enough, you may be eligible for mission and campaign medals.

MISSION MEDALS

ARMY COMMENDATION MEDAL For heroism, valor or meritorious service while serving in the Army after 6 December 1941.

SOLDIER'S MEDAL For heroism involving the voluntary risk of life under conditions not involving conflict.

DUTCH WWII COMMEMORATIVE CROSS For service in the liberation of The Netherlands from Nazi occupation.

LEGION OF MERIT For exceptionally meritorious conduct in the performance of outstanding services and achievements by key individuals.

DISTINGUISHED SERVICE FLYING CROSS For heroism or extraordinary achievement while participating in aerial flight in any capacity in the Armed Forces.

ARMY DISTINGUISHED SERVICE MEDAL For exceptional meritorious service to the Army in a duty of great responsibility in which performance is clearly exceptional.

DISTINGUISHED SERVICE CROSS For any act of heroism that is so extraordinary as to set the individual apart from his comrades.

BRONZE STAR

For a single act or meritorious service accomplished with distinction while in the military service of the United States.

SILVER STAR

For gallantry in action against an enemy of the United States while engaged in military operations involving conflict with an opposing foreign force.

END OF GAME MEDALS

At the end of the game, you can earn a medal based on your performance through all the missions. If you are good enough, you may receive the Distinguished Service Cross.

EA ★ TIP: If you complete all levels with an Excellent rating, you receive a secret bonus award.

DISTINGUISHED SERVICE CROSS



THE DISTINGUISHED SERVICE CROSS

The Distinguished Service Cross is awarded in recognition of extraordinary heroism in connection with military operations against an opposing Armed Force.

This commendation is presented to a person who, while serving in any capacity with the Army, distinguishes himself or herself by extraordinary heroism while engaged in an action against an enemy of the United States; while engaged in military operations involving conflict with an opposing/foreign force; or while serving with friendly foreign forces engaged in an armed conflict against an opposing Armed Force in which the United States is not a belligerent party.

The act or acts of heroism must have been so notable and have involved risk of life so extraordinary as to set the individual apart from his or her comrades.

Inaugurated in 1862 in the middle of the Civil War, the founding legislation sought to create 2,000 Medals of Honor to be presented "to such non-commissioned officers and privates as shall most distinguish themselves by their gallantry in action, and other soldier-like qualities, during the present insurrection." Since the awarding of the first Medal of Honor to Army Private Jacob Parrot in 1863 for crossing Confederate lines to destroy a railroad, after millions of men and women have served their country through the six subsequent major wars, only 3,433 individuals have risen to the challenge to embrace the qualities that warrant this great distinction.

ABOUT THE CONGRESSIONAL MEDAL OF HONOR SOCIETY

In 1946, the Medal of Honor Society was formed to uphold the qualities of the Medal of Honor and to provide assistance to indigent recipients. Whether they became millionaires or laborers in peacetime, the CMOHS seeks to promote a brotherhood between recipients, for there are no "winners" of the Medal of Honor and no victories on the battlefield without brothers to protect. In so protecting, a number of recipients have given the ultimate gift to their brothers and their country. In their memory and those who have subsequently passed on, the CMOHS retains the record of their valiant actions. For living recipients, the CMOHS seeks to promote full and vibrant lives in peace for these living symbols of what it means to be an American. In times of duress, Americans need to look no further than the Congressional Medal of Honor Society for the values of valor, respect and honor across the spectrum of American backgrounds—the values that make this country great.

Electronic Arts is privileged to participate in the Society's continuing education and awareness efforts on behalf of the Congressional Medal of Honor and its recipients. You can learn more about the Society and the recipients at the Society website: www.cmohs.org.

PERSONAL RECORDS

In Personal Records, you can review the medals and statistics that you have accumulated in the current campaign.

◆ To review Player Stats or Medals, press \downarrow/\uparrow and press **A**.

PLAYER STATS

Player Stats include all of the firing and target information from your current game, including the overall Gunnery Evaluation.

◆ To return to the Personal Records screen, press **B**.

MEDALS

In your Medals case, you can review the medals that you have earned.

◆ To review your earned Medals, press \downarrow/\uparrow in any direction.

◆ To return to the Personal Records screen, press **B**.

LOAD/SAVE

From the Mission Log screen, you can load and save games.

SAVE GAME

1. To save your current game from the Mission Log screen, press \downarrow/\uparrow to highlight the Save/Load/New Game options.

2. To save a game, press \downarrow/\uparrow to select SAVE. Then, press **A**.

3. In the Save Game screen, select the device to which you want to save the game: HARD DISK or MU. Press **A**.

4. To save a game to a new file, press \downarrow/\uparrow to select NEW SAVE.

◆ To overwrite an existing game, press \downarrow/\uparrow to select the saved game. Then, press **A**. The game file is overwritten.

5. In the Enigma Machine, enter the codename for your saved game. When finished, press **A** to save the game.

6. You are returned to the Main menu. To begin play, press \downarrow/\uparrow to select PLAY. Press **A** to begin.

LOAD GAME

1. To load your current game from the Mission Log screen, press \triangle/\square to highlight the Save/Load/New Game options.
2. To load a game, press \triangle/\square to select LOAD GAME. Then, press **A**.
3. In the Load Game screen, select the device from which you want to load the game. Press **A**.
4. To load a game, press \triangle/\square to select the game. Then, press **A**. The game is loaded.
5. You are returned to the Main menu. To resume play in the loaded game, D-Button \leftrightarrow to select Next Mission. Press **A** to begin.

MULTIPLAYER

In Multiplayer games, two to four players can compete against each other or on teams. You can also configure your starting health level, maps, weapons, player models, and other gaming options.

- ◆ To create a multiplayer game, select MULTIPLAYER in the Main menu.
- ◆ To join the multiplayer game, press **A** on your controller.
- ◆ To return to the Main menu, press **B**.

GAME TYPES

The type of game depends on the colors selected for each player in the Character Options screen. For more information, ► *Character Options Screen* on p. 21.

DEATHMATCH

When every player uses a different color, the game is a Deathmatch. In Deathmatch, it's every man for himself.

- ★ The winner is the first player to reach the Score Limit or the one with the highest score when the Time Limit is reached.

TEAMS

When two or more players have the same color, the game is a Team Game. Players earn positive points only for defeating players of a different color. If Friendly Fire is ON, players can lose points for defeating players on their own team. A Team Score is the sum of the scores of each player on the team.

- ★ You can have teams of unbalanced numbers, such as 2 vs. 1.

CHARACTER OPTIONS SCREEN

In the Character Option screen, you can change the name of your character, your model, and the team to which you belong.

- ◆ To change the name of your character, press \triangle/\square to highlight NAME. Press **A**.
- ◆ To change your controller configuration, press \triangle/\square to highlight CONTROLLER. Then press **A**. For more information, ► *Multiplayer Controller* below.
- ◆ To change your advanced options, press \triangle/\square to highlight ADVANCED. Then press **A**. For more information, ► *Advanced Options* below.
- ◆ To continue, press \triangle/\square to highlight PLAY. Then press **A**.

ADVANCED OPTIONS

Under Advanced Options, you can tweak your controller settings, set your starting health level, and toggle display of the radar on the game screen.

- ★ The Advanced Options screen is very similar to the single-player Controller screen, except for the options listed below. For more information on unlisted options, ► *Controller* on p. 8.

- ◆ To set the starting health for your player, press \triangle/\square to highlight HEALTH. Then, \triangle/\square to change your starting health level.

- ◆ To return to the Character Options screen, press **B**.

MULTIPLAYER CONTROLLER

In the Multiplayer Controller screen, you can select a controller to use from the preset configurations or one of four custom configurations.

- ◆ To select a different controller, press \triangle/\square . Then press **A** to return to the Character Options screen.

NOTE: Custom configurations must be set up from the Main menu Options menu before you can select them in multiplayer. A saved custom configuration requires one slot on your memory card.

GAME OPTIONS SCREEN

After all players have joined and selected their character and controller options, players can select the options for the game.

PLAY

Begin game with selected options.

WEAPON SET

Select the set of weapons available in the game.

MAP

Select the map to play in the game.

TIME

Choose the maximum time allowed for the game.

KILLS

Set the score to win the game. When one player or team reaches this score, the game ends.

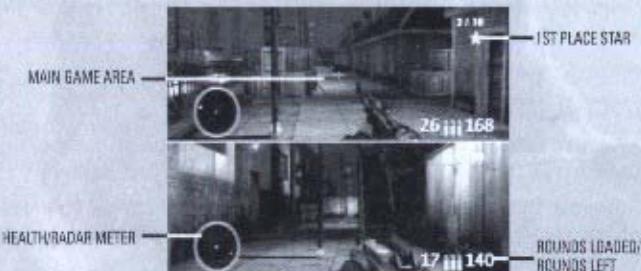
FRIENDLY FIRE

When **ON**, you can suffer damage from your teammates.

MUSIC

Select a music track to play during the game. **RANDOM** plays random tracks in the game.

MULTIPLAYER GAME SCREEN



The Multiplayer Game screen is similar to the one used for single player. At the top of the Multiplayer screen, you can read messages about activity happening in the game. In the top-right corner, you can read your score and the score to reach in order to win the game.

When you run out of health, you are defeated. You respawn at a random location on the map.

♦ To pause the game, press **START**. For more information, ► *Pause Screen* on p. 14.

SCORING

Players earn 1 Kill and 1 Point for defeating an enemy. If Friendly Fire is ON, defeating a teammate earns you 1 Friendly Fire credit and costs you and your team 1 Point.

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